List of homework for the

Intro to Programming course.

The final deadline is Saturday 5th January noon (the same as the delivery of the miniproject on the Digital Exam)

The place of homework delivery (Moodle or GitHub) is noted with each homework

Homework1: Draw something! (delivery on Moodle, Lecture 1)

Homework 2: Animate something (delivery on Moodle, Lecture 2)

Homework 3: Make a simple game (delivery on Moodle, Lecture 3)

Homework 4: Double loop functionality (delivery on Moodle, Lecture 4)

Homework 5: Flower bouncing with classes (deliver to GitHub, Lecture 6)

Homework 6: Your own game with objects & arrays (deliver to GitHub, Lecture 7)

Homework 7: Snake-like behavior with your own object, following Processing Arrays tutorial (deliver to GitHub, Lecture 9)

Homework 8: Homework: Program the spiral from the example 13.6 from the book, using Perlin noise for the thickness of the spiral and the blue color you will be drawing the spiral. Be sure to declare and comment all needed variables! (delivery on GitHub, lecture 11)